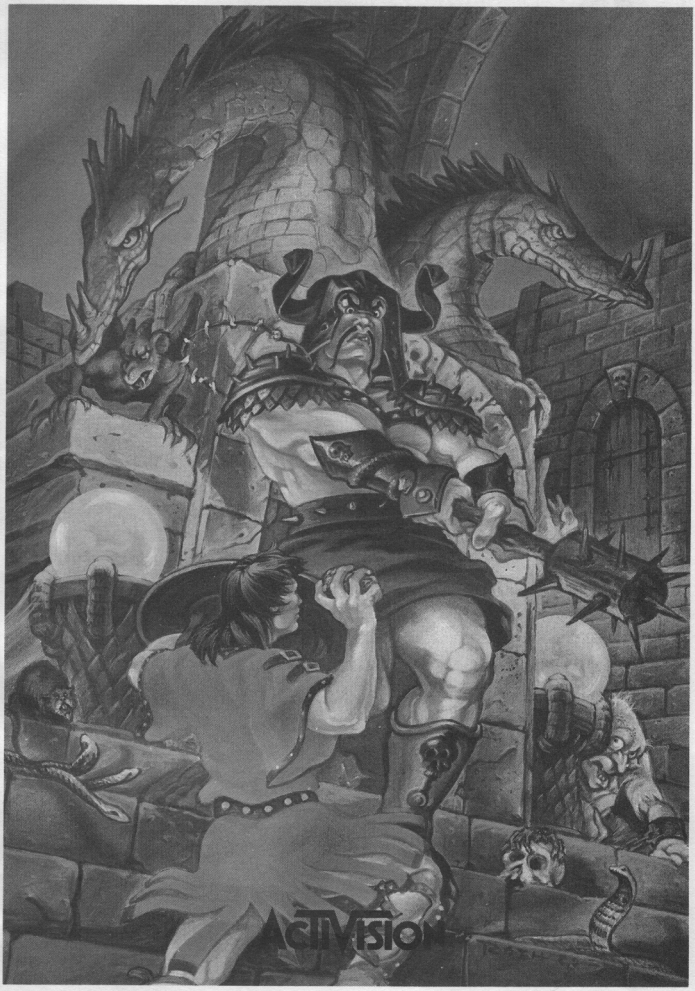
BEYOND DARK CASTLE



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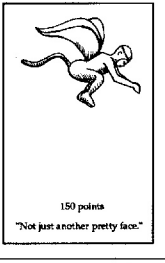


The Threat Beyond Dark Castle

Prince Duncan is on his own in the Dark Castle. Somewhere within its gloomy and treacherous walls, his sworn enemy – the Black Knight – awaits him. If Prince Duncan can find the five powerful Magic Orbs and return them to their rightful place, he earns the right to challenge the Black Knight.

Before they meet, however, Prince Duncan has to prove his courage, his daring, and his cunning against a host of nasty vermin, merciless henchmen, and carefully laid traps. He does get some assistance from health-restoring food, and weapons he stumbles upon along the way. And Prince Duncan needs all the strength he can muster for the threat Beyond Dark Castle.

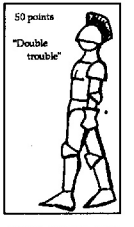
Getting Started

Commodore 64 system

1. Plug your joystick into port 2.
2. With the computer and disk drive turned off, put the *Beyond Dark Castle* disk in the disk drive, label side up.
3. Turn on the disk drive, then turn on the computer and monitor.
4. Type **LOAD "*", 8, 1** and press the **Return** key.

Amiga system

1. Plug your mouse into the computer.
2. Turn on the computer.
3. If you have an Amiga 1000, load Kickstart (version 1.2 or a later version).
4. When your computer prompts you for Workbench, insert the *Beyond Dark Castle* disk in the internal drive (df0:) to load the program. If you have more than one drive you may insert disk B to eliminate disk swaps.



"Bird's eye view"

Prince Duncan on the Move

Use the joystick or mouse and keyboard combinations to control Prince Duncan.

Joystick only (Commodore system only)

To make Prince Duncan move up or down, left or right, push the joystick to the left or right, or up or down. He'll move in the corresponding direction.

To jump, push or pull the joystick in the direction you want him to jump, and press the joystick button. To jump down, pull the joystick down and press the button. To jump higher, push the joystick up and press the button.

To duck, pull the joystick down (don't do this near a ladder; Prince Duncan will go down it).

To aim and throw, hold down the joystick button, and move the joystick up or down to aim (you'll see his arm move in the corresponding direction). To throw, continue to hold down the joystick button, and tap the joystick to the right or left.

To fight, hold down the joystick button. To block a blow, press the action key.

Keyboard /mouse combinations (Commodore and Amiga systems)

The keyboard controls his running, jumping, climbing, reaching and flying the chopper-pack:

A moves him to the left.

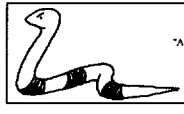
D moves him to the right.

W moves him up. If he has the chopper-pack on, he becomes airborne.

S moves him down.

E makes him duck. He'll continue to duck for as long as you hold down the key.

Q is the "Action" key. (If you're playing with the Commodore system, **F7** also works as the "action" key.) When you press **Q**, Prince Duncan



40 points
"Ankle Bracelet"

500 points
"A real lifesaver"

pulls chains, unlocks doors, straps on the chopper-pack, picks up objects, etc. that he's standing next to or in front of.

Space bar makes him jump.

Tab pauses the game for the Amiga system; **Run/Stop** pauses the game for the Commodore system. To continue, press any key on the Amiga and the **Run/Stop** key on the Commodore.

Esc on **Amiga** and the **<—** key on **Commodore** quits the game in progress and takes you back to the **Scores of Merit** screen.

These keys can be used in combinations so that Prince Duncan can move faster and more effectively:

Running and Climbing: Use the **A** or **D** keys with the **W** or **S** keys so Prince Duncan can run to a ladder and climb up or down it without stopping.

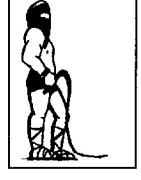
Jumping: Use the **space bar** with the **A** or **D** keys so Prince Duncan can take a running leap. Use the **space bar** with **S** so he can make a downward jump, and **space bar** to jump up higher.

The mouse controls his rock throwing, and shovel and mace fighting.

To aim, move the mouse up and down. Prince Duncan's arm moves correspondingly. **To throw a rock,** press the mouse button.

To swing the shovel or mace, press the mouse button. To block a blow, press **Q** (see above). To dodge a blow, press **E** (see above).

To plant bombs, use the keyboard and mouse together. Press **E** while clicking the button to place and light a fuse. Then, get Prince Duncan out of there! He can be killed if he's too close.



150 points
"Mr. Nice Guy"

Infiltrating the Dark Castle

After you load the game, it immediately opens to the **Scores of Merit** Screen.

Choose from the three skill levels – **Beginning, Intermediate,** and **Advanced** – and the five options at the bottom of the screen:

"Spell Binding"

Play: Select this option to begin the game.

Demo: Select this option to get a quick demonstration of the game.

Info: Select this option to review the on-line instructions for the game. Select the **next** button to flip through the info pages. Select **previous** to review.

Practice: Select this option to go to the practice map.

The following are "cheat keys" that'll keep Prince Duncan alive long enough for you to get in some good practice:

Key "1"	Shield
Key " 2"	Fireballs
Key " F1"	+25 of everything includes: +25 Lives, +25 Bombs, +25 Elixirs, +25 Gas Units, +25 Keys, +25 Rocks, and restores Health.
Commodore 64/128 Key " ←"	Quit the room and get back to the **Map Screen.**
Amiga Key "Esc"	Quit the room and get back to the **Map Screen.**

(See the "Elixirs and other Important Life Extending Tools" section later in this guide for explanations of these items.)

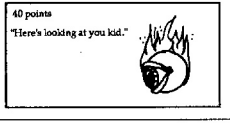
Note: The Castle map indicates which chambers house the Magic Orbs and Shield and other magical items.

Clear Score: Select this option to clear the scores on the **Scores of Merit** Screen.

Prince Duncan Decides His Fate

After you've selected **Play**, the game opens to reveal Prince Duncan discovering the secret Ante Room behind the Fireplace. It is here he begins the adventure of his life.

Upon choosing one of the four closed doors, Prince Duncan is immediately thrust into one of the Dark Castle's trap-laden chambers or turrets. He



must rely on his quick wits and quicker reactions to survive. Time is critical - his stamina is limited (see "Elixirs and Other Important Life-Extending Tools").

If Prince Duncan succeeds and fights his way through to the exit, he goes directly to the next scene of peril (see the map in the Practice option to see how the chambers of the Castle are arranged). He can also go back through the door he came in.

If he fails, he returns to the door where he entered. He does get to keep whatever points he earned as well as any items he has collected.

The Magic Orbs

There are five Magic Orbs scattered throughout the Castle. Prince Duncan must find all five and return them, one at a time, to their pedestals in the Ante Room. Once he has an Orb, he must retrace his steps back to the Ante Room. He may be magically transported there – if he stumbles upon the right medium.

When he's accomplished this task, the large gate in the center of the Ante Room creaks open. Prince Duncan finally faces the Black Knight in battle (see "The Showdown" later in this guide).

Elixirs and Other Important Life-Extending Tools

Prince Duncan needs all the help he can get. He'd be smart to pick up as many of the following items scattered about the Castle as he can.

The Status area at the bottom of the screen keeps track of the number of items Prince Duncan has accumulated, as well as his score.

Health : His health is increased by picking up food and decreased by bumping into walls, falling, and suffering bites from the Castle vermin. The Health Bar in the Status Area measures how much health/stamina Prince Duncan has remaining. If the Health Bar runs out, he loses a life.

Elixirs: There are three of these magic potions in all. The main elixir has an antidote for bat and rat bites. Unfortunately, it only works for a short time before its healing effects wear off. The second elixir has the properties of transporting whoever drinks it back to the Ante

Room. The third should be avoided, well, like poison.

Rocks : Prince Duncan is armed with rocks. Every rock bag he finds gives him 10 more. If he has more than 80 rocks, he can't pick up any more bags. Once he gets the magic Fireball power, the rocks turn into fireballs and are more deadly.

Keys : Prince Duncan should pick up keys wherever he finds them; they can help him get out of a few tight spots in the Dungeon and Labyrinths.

Gas: Prince Duncan picks up a chopper-pack at the top of the Clock Tower to fly over the Swamp and Black Forest. He'll need lots of gas to make the flight in one piece (see the "Prince Duncan on the Move" section for maneuvering the chopper-pack) .

Bombs: Prince Duncan especially needs bombs – lots of bombs – to get through the Catacombs. (See the "Prince Duncan on the Move" section to set the bombs.)

Shield : Somewhere inside the Dark Castle is a magical shield. If Prince Duncan finds it and puts it on, he'll be invincible to dangerous objects for short periods of time. The Shield is activated only if you press Q, the "Action" key.

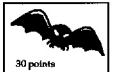
The Showdown: Prince Duncan Meets the Black Knight

Once Prince Duncan has returned all five Magic Orbs to the Ante Room, he confronts the Black Knight. The gate in the center of the Ante Room slowly opens. When Prince Duncan enters, the battle begins.

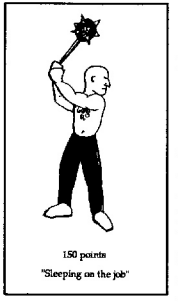
If you're playing at the Advanced level and defeat the Black Knight, you win thousands of points and discover an incredible secret.

Scoring

You earn bonus points if Prince Duncan makes it through a chamber without using up all of his Health. These points are based on the amount of Health remaining in the Health bar.



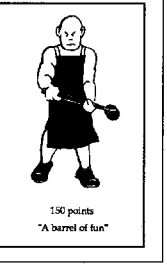
When you achieve a certain number of points, Prince Duncan gets more lives. At the Beginner level, you must earn 5,000 points to receive the lives; at the Intermediate level, you must earn 7,500 points; at the Advanced level, you must earn 10,000.



Saving a Game

To save a game, Prince Duncan must be in the Computer Room. Press Q while Prince Duncan is on the **Save** side of the machine. You can save up to five games from each skill level, for a total of 15 saved games.

To restore, or bring back, a game, Prince Duncan should be on the **Restore** side of the machine where the game was saved. Press Q to restore. You must be playing the game at the same skill level as the game you want to restore (for example, if you want to *restore* an Intermediate level game, you must be *playing* at the Intermediate level).



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GD-207-03

Beyond Dark Castle

Update for Commodore® Amiga™ Players

Please note the following changes in your player's guide:

Page 8: When using the **SHIELD,** press the **R** button to activate.

When using the **Pick Up** option with the right mouse button in practice (see the **INFO** section on the **Scores of Merit** screen). . . BEWARE— you can get Prince Duncan into places he would not normally be able to get to . . . and this can create some unpredictable results.

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